

# Everybody Plays Games

Games have been part of our lives for thousands of years. They were designed to help children learn skills they would need later in life. Games taught children how to aim and throw, solve problems, work with their hands, follow directions, be fair, wait turns, and use their imaginations.

Below are two columns. In the first you will find the name of a game and the skill it taught. In the second you will find a picture of the game. Draw a line from the name of the game and the skill it taught in the first column to the picture of the activity in the second.

## Name of the game and the skill it taught

Marbles:  
taught how to play together.

Spinning a top:  
a great exercise to teach dexterity.

Using a bow and arrow:  
taught one how to aim.

"Jack Straws" or "Pick-up-sticks":  
taught patience.

"Tag":  
learning to play together.

"Cup and Ball":  
taught patience.

"Cats Cradle":  
taught children to work together.

## What it looked Like

